



## BORIS THE SPIDER

A Journal of Duplicitous Doings,  
Raw Power, and Naked Greed

Vol 10, #9



6 Dec 92

### SEASON'S GREETINGS FROM BORIS AND MS NORI!!

We'd like to take this special opportunity to wish all you Borisers out there a Happy Holiday and a fruitful New Year. And if you're looking for a New Years' Resolution, how about "I will mail my orders in early!"

BORIS VI is still out to sea, it seems, but we'll start it for sure next time. If Drew isn't ashore by next issue, we'll randomly choose from any who volunteer to fill his slot. Simply send us your country preference list and you'll be considered.

We had several entries in the "Name the Variant" contest. None of them felt right, although Jim Bliss's entries triggered the final name, so he gets one free issue for the near miss. The entries were: Aberrant Empires, Bound for Glory, Coal Car Loaded, Deviant Tycoons, Load Sixteen Tons, Loaded Coal, and Spider Coal. I was initially looking for something like "Coal is King" to match the other "\_\_\_ is \_\_\_" names, but, ... well turn to page 6 to find out.

We only had two positive responses to the call for GUNSLINGER players. Showdown #14, The Poker Game was suggested. Second call!

There was enough interest in a STELLAR CONQUEST game to discuss it further. I've got the AH version, not the earlier Metagaming edition. Anyway, what I had in mind was a "blind" game where the players would only know their starting corners and that at least one other player was in the game. This would preclude the publication of game reports here in BORIS, but that could be handled by personal "inserts" into each issue. Or postcards could be used fortnightly. Those of you who are interested, please comment.

We've extended the deadline again this time for several reasons. First, there's a minimum chance we'll be out of town for the normal deadline. Second, snail mail is especially slow this time of year, so that will make up for that a bit. Third, who'd want me to put this thing together while under a hangover?

Speaking of the Post Office, one of the reasons this is being published as late as it is, is that the USPS is only letting .500 on their two-day "guaranteed" delivery. New Haven got one here on time, but Black Mountain took four days.

#### BORIS'S BBS

THOUGHT FOR THE SEASON: Moneo ut quis quem vicent occidet. --Gladiators' Code

Only Paul Zieske ventured an answer to the Spaceman Spiff problem, and he got it right. The answer was 89.0%. Good work!

Yes, Jim. GODSFIRE from Task Force games, copyright 1985. I read the rules about 1980 and got Paul Sanders's copy a couple of years ago. Haven't reread it yet. Still have ASL to reread.

#### BOOS & KUDOS

Especial thanks to Don Chinnery for the new maps for 1835 and the variant. Perhaps I'll use them next issue.

This month's Madame Bolduc Press Excellence Award goes to the Celestial Flapjack for his article datelined Rome in BORIS V.

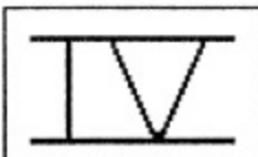
This month's Ms Nar Super-Sudsby Bomb goes to Mike Anchors for negligence and Saunders for delay of game.

DEADLINE FOR ALL GAMES IS NOON (CST) 9 JAN 93



## BRITS, FRENCH AT WAR!! ISLAM RESURGENT!

### FALL 1904



**CLIFFHOME**--While the French destruction of ENG A HOL may be *quid pro quo* for last season's annihilation of FRE A HOL, the British annexation of Normandy and Britanny cannot mean anything short of total war between the two Western Powers. Sure to benefit are Lord Devon and the Kaiser, which means Lord One-Eyed should emerge the victor--and perhaps supreme European Warlord. Meanwhile Wormington has lost a center due to some Tsarist clerks mistranscription of the Tsar's intent. A retreat of TUR F ION to APU would surely give Lord Devon fits and aid a surrounded France. Can the Six cooperate enough to stop Lord One-Eyed? Don't count on it. Maybe Three...

#### TROOP MOVEMENTS

Italian F GRE retreated to ALB; Russian F BAL retreated BOT.

AUS (Fryling):	A Bud S A Gal-Rum, A Gal-Rum, A Ser S A Gal-Rum, A Tri S ITA A Ven-Pie, F Gre S ITA F Nap-Ion;
ENG (Shacklett):	[A Hol-Bel](d), A StP-Mos, F Den S F Bal-Sve, F Eng-Bre, [F Hel-Hol], F Nth S A Hol-Bel, F Bal-Sve;
FRA (Rezzarday):	A Bel S A Ruh-Hol, A Mar-Gas, A Mun H, A Bur S A Mun, A Pic S A Bel, A Ruh-Hol, F Wes-Mid;
GER (J. Fisher):	A Ber S A Kie, [A Kie-Mun];
ITA (Klausztos):	A Tun H, A Ven-Pie, F Alb-Tri, F Nap-Ion, F Tyn S A Tun;
RUS (Saunders):	A War H, [A Rum-Bul](r-???)
TUR (Tsuk):	[F Bla S A Rum](otm), F Bot-StP; F Aeg-Bul(sc), F Con S F Aeg-Bul(sc), [F Ion-Gie](r-???)

Orders in brackets fail; d = destroyed due to lack of legal retreat, otb = off the board, otm = unit on the move, r-?? unit must retreat, u = unordered. Russian A RUM must retreat otb or to SEV or UKR. Turkish F ION must retreat otb or to ADR, AEG, ALB, APU, or EAS.

#### SUPPLY CENTER CHART

AUS: Bud, -Tri, Vie, Ser, -Bul, +Gre, +Rum	(5) Even
ENG: Edi, Lon, Lpl, Nwy, -StP, Den, Sve, +Gre, +Mos	(6) Build 2
FRA: -Bre, Mar, Par, Por, Spa, Bel, Hol, Mun	(7) Even
GER: Ber, Kie	(2) Even
ITA: Nap, Rom, Ven, Tun, -Gre, +Tri	(5) Even
RUS: -Mos, Sev, War, -Rum, +StP	(3) Tear 1*
TUR: Ank, Con, Smy, +Bul	(4) Build 1 **

\* If Russia retreats A RUM otb, then he may not tear a unit.

\*\* If Turkey retreats F ION otb, then he may build 2.

Due next time are retreats, Winter builds, and Spring orders. Spring orders may be conditional on the Winter builds/tears which in turn may be conditional on the retreats.

#### EMBASSY BEAT

**BUDAPEST**--The government today issued an official apology to the Italian government for the 1st Fleet's unwarranted incursion into GRE. They pledged the full support of Austrian military power in whatever endeavor the King should choose in the future. At least the isles are nice.

#### CLASSIFIED 3

J.F. to P.S.: The Russian's not just confused, he's been sleeping all game.

I swallowed my gum. (Juicy Fruit)

Do you know why oysters don't like to give up their pearls? It's because they're shellfish.

Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Earlie in the morning?

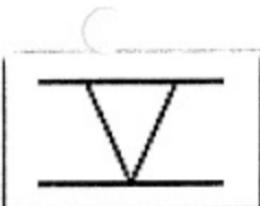
A. Beam him into space with wide dispersal. Beam him into space with wide dispersal. Beam him into space with wide dispersal. Earlie in the morning!



## GERMANY OUT!

## TURKS HANG ON!

FALL 1904



Murkwood--Kaiser Rolle's force did not survive the harsh Bohemian winter nor did half of the Sultan's. Both England and Russia appear to be set on destroying the now-minor Great Powers before squaring off for the main event. Only France and perhaps Austria have the strength to survive an extended onslaught and any defense will fall squarely on their shoulders. The longer they hold out, the more likely a confrontation between the Bear and Lion will break out with orts to be snatched by devoted puppets, er, allies. But beware of the Flapjackal! The jaws that bite and the claws that catch!

### TURKISH MOVEMENTS

Germany retreated A MUN to BOH; Turkish F GRE retreated to ALB.

AUS (R. Fisher):	A Ses-Tri, A Tri-Tri, A Tri-Pie, A Viz S A Ser-Tri;
ENG (Morrison):	A Mun H, A Rah S A Mun, A Yor-Bre, F Den-Kie, F Eng C A Yor-Bre, F Kie-Hol, F Mid-Por, F Nth C A Yor-Bre, F Pie S A Yor-Bre;
FRA (Hanna):	A Mar-Bur, [A Par-Bre], F Lyo-Spe(sic), F Tan-Nai, F Tyn-Wes;
GER (Ford):	[A Boh-Mun];
ITA (McHugh):	A Tur S A Ven, A Ven H, F Ion S TUR F Aeg-Gre;
RUS (Shacklett):	A Ank-Smy, A Gal-Rum, [A Gre S A Rum-Bul](r-??), A Rum-Bul, [A Sil S ENG A Mun-Boh(sic)], A Ukr-Sev, F Ber H, F Bla S A Rum-Bul, F Con S F Smy-Aeg; F Smy-Aeg;
TUR (Frueh):	F Aeg-Gre, [F Alb-Tri].

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsu = no such unit; orb = off the board; r-?? = unit is dislodged and must retreat; u = unordered. Russian A GRE must either retreat orb or to SER.

### SUPPLY CENTER CHART

AUS: Bed, Vie, -Ser?, Tri	(3/4) Tear 1/Even *
ENG: Edi, Lon, Lpl, Hwy, Bel, Den, Bre, Hol, Kie, +Mun, +Por	(11) Build 2
FRA: Mar, Par, -Por, Spa, Tun	(4) Tear 1
GER: -Mun	(0) Tear 1 OUT
ITA: Nap, Rom, Ven	(3) Even
RUS: Mos, Sev, StP, War, Rum, Swe, Ank, Ber, Bul, Smy, +Con, +Ser?	(11/12) Build 2 *
TUR: -Con, Gre	(1) Tear 1

\*If Russia retreats A GRE to SER, then Russia may build two and Austria must tear one. If A GRE is retreated orb, Austria is even, but Russia still may build two.

Due next time are the Russian retreat, Winter builds, and Spring orders. Spring orders may be conditional on the Winter builds/tears which in turn may be conditional on the retreat. Sincere appreciation to Eric for bravely soldiering on in the face of ridiculous odds. See you in BORIS VII!

### EMBASSY BEAT

BUDAPEST--Austria sends its condolences to the former Government of Turkey for being so lousy a neighbor as to precipitate its own demise at the hands of Russia.

LONDON--The coast of Europe is free from the French and German invaders. It's now time to take the Med back from the French and support Italian freedom fighters. It's open season on Frogs!

ROME--The Italian PM was exhausted after another long day of deciding which size sheet Italian parking tickets should be written on. The war wasn't going any better either. Flapper McBytes harbored a deep resentment against his bumbling onish predecessor Bwad "the incontinent" Wilson. Then he remembered his shoes and the Genie of the Shoes.

Rubbing furiously for 15 minutes he was unable to make the Genie of the Shoes reappear. Then he remembered the Genie only appeared on Internet. Finding an unused terminal the Flapped One called up the Genie.

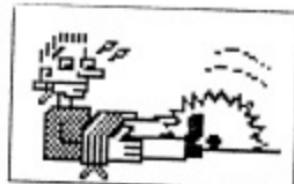
"What do you want?" asked Genie Paul irritably. "When I want you I'll call."

"I need some help here," whined the Flapper.

CONTINUED ON PAGE II



## CRUELTY IS IN ANCHORS OUT! PHASE CHANGE!



### PLAYER STATUS:

Morrison: \$ 10, SVN&R, D&H, 6 C&O(Prez), 1 B&O, 6 NYC(Prez) <Priority>

Klausutis: \$ 6, C&SL, C&A, 6 PA(Prez), 2 B&O(YP), 4 NYNH&H(Prez), 2 B&M(YP)

Frueh: \$194, 1 NYNH&H, 2 B&O(YP), 1 C&O, 6 B&M (Pres), 3 PA(YP)

Hanna: \$ 12, 5 B&O(Prez), 1 NYNH&H, 6 ERIE(Prez)

### OPERATING ROUND 6.1:

Private company income: Morrison collects \$5+15 = \$20; Klausutis collects \$10+25 = \$35.

**B&O:** Lay Tile #29 in I17(w). Run J14-I15-H16 (\$110). Pay dividend (CCH +\$55, MMF +\$22, TJK +\$22, WM +\$11); price goes to A160. Buy 4-train (\$570-300 = \$270).

**NYNH&H:** Lay Tile #57 in E19(ne). Run E19-G19N-F20S-F22 (\$120). Pay dividend (NYNH&H +\$60, TJK +\$36, +\$12, CCH +\$12); price rises to D110.

**ERIE:** Lay Tile #59 in E11(sw) and places initial token on city leading east. No run, so stock slips to A90. Buy 3-train from B&O for \$290 (\$1000-290 = \$710).

**PA:** Lay Tile #9 in H8(w). Run I15-H12-H10 (\$80). Pay dividends (TJK +\$48, MMF +\$24). Price goes back to B90. Buy C&A from TJK (\$740-110 = \$630).

**B&M:** Lay Tile #53 in E23(w). Play token in F22 (\$710-40 = \$670). Run E23-F24-F22 (\$90) & F22-20-G19N (\$100). Pay dividend (MMF +\$14, TJK +\$38); price moves to A90b.

**C&O:** Lay Tile #8 in G9(se). Run J2-H4-F6 (\$80). Pay dividends (WM +\$48, C&O +\$24, MMF +\$8); price moves to E90. Buy 4-train (\$560-300 = \$260).

**NYC:** Places initial token in E19. Lays Tile #8 in D20(e). No run, so stock slips to F65. Buys 2-train (\$670-300 = \$370).

### OPERATING ROUND 6.2:

Private company income: Morrison collects \$5+15 = \$20; Klausutis collects \$10; PA collects \$25.

**B&O:** Lay Tile #59 in H18(ne). Run I15-H16-G17-G19 (\$150). Pay dividend (CCH +\$75, MMF +\$30, TJK +\$30, WM +\$15); price goes to A180. Buy 5-train (\$270+290-450 = \$110). Privates die!

**NYNH&H:** Lay Tile #14 in E19(sw). Run E19-G19N-F20S-F22 (\$130). Pay dividend (NYNH&H +\$65, TJK +\$39, MMF +\$13, CCH +\$13); price rises to D120.

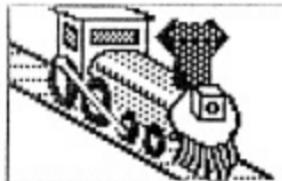
**C&O:** Lay Tile #14 in H10(w). Run J2-H4-F6 (\$110) & F6-G7-H10-I15 (\$120). Pay dividends (WM +\$138, C&O +\$69, MMF +\$23); price moves to D100.

**A:** Lay Tile #9 in H6(w). Run I15-H12-H10 (\$80). Pay dividends (TJK +\$48, MMF +\$24). Price goes to B100. Buy 5-train (\$630+25-450 = \$205).

**ERIE:** Lay Tile #8 in E13(w). Run E11-D14 (\$60). Pay dividends (CCH +\$36); stock returns to E00. Buy 5-train (\$710-450 = \$260).

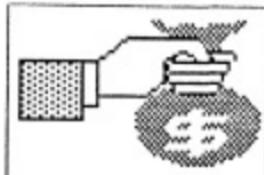
**MM:** Run E23-F24-F22 (\$90) & F22-F20-G19N (\$100). Pay dividend (MMF +\$114, TJK +\$38); price moves to A100.

**FC:** Lays Tile #62 in G19(se). Run E19-G19N-F20N-F22 (\$150). Pay dividends (WM +\$90, ) & next time are orders for SR 7. Morrison has the Priority.



## GREED IS GOOD

Quiet ORs!!



**ERRATA:** B&O's dividends last time should have been \$26/share. The corrected Player Status follows:

### PLAYER STATUS:

Zieske:	\$234, D&H, 4 NYNH&H(VP), 1 PA
Morrison:	\$248, SVNR, M&H, 2 B&O, 1 NYNH&H, 1 PA
Bliss:	\$131, 5 NYNH&H(Prez), 3 CP(Prez)
Kuntz:	\$41, C&A, 6 PA(Prez) <PRIOlITY>
Puffenberger (G&D):	\$120, 4 B&O(VP), 2 B&M(Prez)
Chinnery (TRC):	\$300, 4 B&O(Prez)

### OPERATING ROUND 4.1 (cont'd):

PA: Lays initial token in H12. Plays Tile #8 in H14(w). No run, so price slips to D71. Buy 3-train (\$760-180 = \$580)

### OPERATING ROUND 4.2:

Private Companies pay Zieske \$15, Morrison \$5+20=\$25, NYNH&H \$10, and Kuntz \$25.

B&O: Upgrades H16 with Tile #14(w). Run J14-K13 (\$60), J14-I15 (\$80), J14-K15 (\$50), I15-H16 (\$80). Pay dividend (TRC +\$108, G&D +\$108, WM +\$54); stock goes to A160.

NYNH&H: Lay Tile #3 in B20(w). Run G19N-G17-G19S (\$130), G19(N)-F20 (\$70), F20-F22 (\$30), F22-F24 (\$30). Pay dividends (JB +\$130, PZ +\$104, WM +\$26); stock goes to A160b.

PA: Lay Tile #57 in H10. Run I15-H12-H10 (\$80). Pay dividends (GK +\$48, PZ +\$8, WM +\$8); price returns to D76.

Due next time are orders for SR 5. Kuntz has the Priority Card.

### PLAYER STATUS:

Zieske:	\$361, D&H, 4 NYNH&H(VP), 1 PA
Morrison:	\$361, SVNR, M&H, 2 B&O, 1 NYNH&H, 1 PA
Bliss:	\$261, 5 NYNH&H(Prez), 3 CP(Prez)
Kuntz:	\$114, C&A, 6 PA(Prez) <PRIOlITY>
Puffenberger (G&D):	\$228, 4 B&O(VP), 2 B&M(Prez)
Chinnery (TRC):	\$408, 4 B&O(Prez)

### OPERATION STATUS:

Company	Value	Pool	Bank	Par	Cash	Trains	Tokens
B&O	A160a	0	0	n/a	\$ 380	2223	1
NYNH&H	A160b	0	0	n/a	\$ 240	2223	0, C & SL
PA	D76	0	2	\$76	\$ 580	3	3
B&M	B90	0	8	\$90			2
CP	E71	0	7	\$71			4

**TRAINS AVAILABLE:** 334444555666DDDDDD.

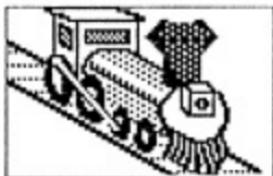
The Bank has \$9,067.

### MESS:

PRB to GK: It arrived Saturday. Why not save some money and mail it a week early?

Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Earlie in the morning?

A. Put him in the brig with the Klingon prisoners. Put him in the brig with the Klingon prisoners. Put him in the brig with the Klingon prisoners. Earlie in the morning!



## 16 TONS PRIAVTES SOLD B&O at \$100

### PLAYER RECORDS

Rick Egwedd:	\$400 <Priority>
Mark Frueh:	\$400
Paul Zieske:	\$400
Mike Puffenberger:	\$400
James Bliss:	\$400
Don Chinnery:	\$400

### ADDITIONAL

Egwedd bids \$75 for D&H.

Frueh bids \$165 for C&A.

Zieske bids \$170 for C&A.

Puffenberger passes.

Bliss buys SVN&RR (\$400-20 = \$380)

Chinnery buys C&SL (\$400-40 = \$360). Egwedd gets D&H for \$75 (\$400-75 = \$325)

Egwedd buys M&H (\$325-110 = \$215). Frueh wins the bidding war for C&A (\$400-191 = \$209), takes a share of PA.

Frueh passes. Zieske buys B&O, setting par at \$100 (\$400-220 = \$180)

Due next time is the continuation of SR 1. Puffenberger has the Priority Card. Provisional orders for OR 1 from any Corporate President for his company are welcome. Players will find enclosed a "GM Interpretation" flyer with "official" map.

### PLAYER RECORDS

Rick Egwedd:	\$215, D&H, M&H
Mark Frueh:	\$209, C&A, 1 PA
Paul Zieske:	\$180, B&Opc, 2 B&O(Prez)
Mike Puffenberger:	\$400 <Priority>
James Bliss:	\$380, SVN&RR
Don Chinnery:	\$360, C&SL

### CORPORATE RECORDS

Company	Value	Pool	Bank	Par	Cash	Trains	Tokens
B&O	A100	0	8	\$100	---	-	3
PA	????	0	9	----			4

SECRET NUMBER: 2222223333444444555666677DDDDDD.

The Bank has \$18,256.

### SECRET

Any bets Mike raids B&O and takes over?

## BADISCHE FLOATS!

**ERRATA:** The map had Tile #58 in K3 swinging SW instead of E; the text was correct.

**OPERATING ROUND 5 (revisited):**

Privates pay RTE (5M+10 = 15M) & Vdz (25M+30+15 = 70M)

#1: Lay Tile #58 in K3(nw). Run H2-H4 (40M). (#1 +20M, CCH +20M)  
 #2: Lay Tile #4 in B16(w). Run E19-C11 (70M). (#2 +35M, Vdz +35M).  
 #3: Lay Tile #4 in G11(sw). Run F14-F12 (40M); (#3 +20M, DBC +20M).  
 #4: Lay Tile #9 in D10(sw). Run G5-H4 (30M) & G5-F6 (30M). (#4 +30M, CCH +30M)  
 #5: Run E19-C21 (50M). (#5 +25M, CCH +25M)  
 #6: Lay Tile #8 in B18(w). Run C11-A11 (60M). (#6 +30M, CCH +30M)  
 BY: Lay Tile #6 in H12(w) & #1 in H10(w). Run O15-L14 (60M), O15-N12-H10 (60M). Pay dividend (RTE +60M, Vdz +36M, CCH +24M); price goes to B108.  
 SX: Lay Tile #8 on G19(se). Run H16-H20 (50M) & H16-I17 (30M). Pay dividends (DBC +48M, SX +32M); price moves to E90.

**STOCK ROUND 6:**

RTE buys SX (144M-90 = 59M).

DBC passes. Vdz buys BY (143M-100 = 43M).

CCH sells 2 BY, buys 1 BA (191M+(2x108)-84 = 323M); BY drops to C100.

RTE, DBC & Vdz pass. CCH buys 1 BA (323M-84 = 239M)

RTE, DBC & Vdz pass. CCH buys 1 BA (239M-84 = 155M), BA floats!

RTE, DBC & Vdz pass. CCH buys 1 BA (155M-84 = 71M)

All pass.

RTE has *der Zug*. Due next time are orders for OR 6 which should be the last in Phase 1.

**PLAYER STATUS:**

Chuck Hanna (CCH): 71M, #1, #4, #5, #6, 6 BA(Dir)

Rick Egvedt (RTE): 54M, NF, OB, 5 BY(Dir), 1 SX <*Der Zug*>

Don Chinnery (Der Bahn Corp = DBC): 81M, #3, 6 SX(Dir)

John Butta (Volksdampfzug = Vdz): 43M, #2, Braun, Hann, PB, 4 BY

**CORPORATION STATUS:**

Company	Value	Pool	Bank	Par	Cash	Trains	Tokens
#1	--				80	2	0
#2	--				110	2	0
#3	--				80	2	0
#4	--				120	22	0
#5	--				100	2	0
#6	--				120	2	0
BY	C100	1	0	n/a	670	2,2+	4
SX	E90	3	0	n/a	472	2,2+2+2+	2
BA	D84	0	4	84	504	-	2
PR	D154	0	4	154			
WT	D84	0	10	84			

**TRAIN AVAILABILITY:** 3333, 3+3+3+, 444, 4+, 55, 5+, 66, 6+6+6+. The Bank has 8,495M.

**TILE AVAILABILITY:** #1(0), #2(1), #3(2), #4(1), #5(2), #6(1), #7(7), #8(8), #9(3), #55(1), #56(1), #57(0), #58(0), #69(0), #201(1), #202(0).

**PRESS:** Sure wish the Bayerische management would realize that there better locomotives available.

Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Eat lie in the morning?

A. Lock him in a room with Deanne's mother. Lock him in a room with Deanne's mother. Lock him in a room with Deanne's mother. Eat lie in the morning!



# DUNE

NO ALLIANCES!!!

FREMEN GATHER SPICE  
WHILE THEY MAY!

ATREIDES SILENT!!!



ATREIDES: (Saunders), 1C, 8S, 1L, KH.  
 FREMEN: (Morrison), 1C, 2S, 5L, 4T in Sietch Tabr, 4T in Habbanya Ridge Sietch, 2T in False Wall West.  
 GUILD: (R. Fisher), 2C, 3S, 4L, 5T in Tuck's Sietch  
 HARKONNEN: (Egivedt), 5C, 14S, 7L, 2T in Carthag, 5T in Arrakeen.  
 TANKS: A 14T, Dr Y(1), Duncan(2); F 2\*, 2T; G 5T, Sook(2); H 7T

## TURB 8

1. **STORM** moves from Sector 9 to Sector 10. Arrakeen is under storm.
2. Shai-Hulud appears at Rock Outcroppings. New spice blows are Habbanya Ridge Flat(10) and Hagga Basin(6). SPICE remains at Celago North(4) and Minor Erg(6). No alliances were formed.
3. Card 1: F bids 1, G bids 1, H bids 2; H gets \_\_\_\_\_ & \_\_\_\_\_ (-2S)  
 Card 2: F bids 1, G bids 1, H bids 2; H gets \_\_\_\_\_ (-2S)  
 Card 3: F bids 2, G bids 1; F gets \_\_\_\_\_ (-2S)  
 Card 4: G bids 1; G gets \_\_\_\_\_ (-1S)
4. **REVIVAL:** A gets 2T free; F gets 2T & 1\* free; G gets 1T free and plays the Tleilaxu Ghola card to recover Sos Sos Sook for free; H gets 2T free.
- 5a. **SHIPMENT:** F places 1\* & 2T in Sietch Tabr; H ships 6T to Carthag (6S to G), G ships 4T to Tuck's Sietch (-2S).
- 5b. **MOVEMENT:** F moves 2T from False Wall West to Habbanya Ridge Flat.
6. **COMBAT:** None
7. **SPICE COLLECTION:** H collects 2S for Arrakeen & 2S for Carthag, G collects 1S for Tuck's Sietch, and F get 4S for Habbanya Ridge Flat.

## TURB 9

1. **STORM** moves from Sector 10 to Sector 14. Sietch Tabr is under storm. The Storm will move to Sector \_\_\_\_.
2. Shai-Hulud appears at Habbanya Ridge Flat. New spice blows are Sihaya Ridge (6) and Wind Pass North (6). SPICE remains at Celago North(4) and Minor Erg(6). Alliances may be formed. Fremen have 2T that can take a Worm ride. The next Spice Card is \_\_\_\_\_ (\_\_\_\_).
3. **BIDDING:** Three cards are available. They are \_\_\_\_\_, \_\_\_\_\_, & \_\_\_\_\_.

Due next time are any alliances made during this nexus, bids, revival, shipment, and movement. Would G remember to specify if he is going first or last?

ATREIDES: (Saunders), 1C, 8S, 1L, KH.  
 FREMEN: (Morrison), 2C, 4S, 5L, 6T & \* in Sietch Tabr, 4T in Habbanya Ridge Sietch, 2T in Habbanya Ridge Flat.  
 GUILD: (R. Fisher), 2C, 7S, 5L, 9T in Tuck's Sietch  
 HARKONNEN: (Egivedt), 8C, 8S, 7L, 8T in Carthag, 5T in Arrakeen.  
 TANKS: A 12T, Dr Y(1), Duncan(2); F \*; G 4T; H 5T

**Legend:** A = Atreides, C = treachery cards, F = Fremen, G = Guild, H = Harkonnen, L = leaders, S = spice, T = tokens, \* = Fedyakin, KH = Kwisatz Haderach

## QUEST:

Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Eat-lie in the morning?

A. Send him off to a Klingon brothel. Send him off to a Klingon brothel. Send him off to a Klingon brothel. Eat-lie in the morning!



# KREMLIN POLITBURO AGES BADENUFF WAVES!



## THE CAST

Don Farow: Committee of Modern Marxists into Expanding Socialism (COMMIES) <2 Waves>  
 Mike Anchors: Old Red Parts (ORF)  
 Mark Frueh: Marginal Mechanics Faction (MMF) <1 Wave>  
 Paul Saunders: Party of Cartographic Socialists (PCS)

## TRIENNIAL INTERPHASE #1

Party Chief:	Badenuff (X), 66, ++;	7 IP (COMMIES*)
KGB Head:	Patina (S), 58, ++	
Foreign Minister:	Zenjarplan (Q), 67(s), ++;	4 IP (COMMIES*), 3 IP (MMF)
Defense Minister:	Satin (O), 62	
Ideology Chief:	Schrunkutov (B), 75	
Industry Minister:	Goferbrook (C), 74	
Economy Minister:	Niewitko (D), 73	4 IP (PCS*)
Sports Minister:	Krakembeds (E), 79(w), +, ?;	2 IP (MMF*)
Candidates:	F,G,K,M< 64, 2 IP (PCS*)>,U	
People:	J,L,O,P(62),R,S,T,V,W,Z	
Siberia:	I(74), N(67), Y(53)	
The Kremlin Wall:	A,H	

ORF draws two cards, bringing hand temporarily to four.  
 MMF adds 1 IP to C, draws a card, bringing hand to three.  
 PCS draws 2 cards, bringing hand temporarily to five.  
 COMMIES draw two cards, bringing hand to three.

Party Chief:	Badenuff (X), 66, ++;	7 IP (COMMIES*)
KGB Head:	Patina (S), 58, ++	
Foreign Minister:	Zenjarplan (Q), 67(s), ++;	4 IP (COMMIES*), 3 IP (MMF)
Defense Minister:	Satin (O), 62	
Ideology Chief:	Schrunkutov (B), 75	
Industry Minister:	Goferbrook (C), 74	1 IP (MMF*)
Economy Minister:	Niewitko (D), 73	4 IP (PCS*)
Sports Minister:	Krakembeds (E), 79(w), +, ?;	2 IP (MMF*)
Candidates:	F,G,K,M< 64, 2 IP (PCS*)>,U	
People:	J,L,O,P(62),R,S,T,V,W,Z	
Siberia:	I(74), N(67), Y(53)	
The Kremlin Wall:	A,H	

You drew these cards: # \_\_\_\_ & # \_\_\_\_.

Due next time are excess Intrigue card discards and orders for the Cure, Purge, Spy Investigation Phases.

Hmmmm. The house rules don't cover an NMR at the Triannual IPfest. OK, so add this to your copy of the House Rules at the end of Rule 8:

If a player does not send in orders for the IP interphase:

- The GM will issue the delinquent player two cards.
- The GM will discard the lowest numbered card(s) from a delinquent overfull hand.

## PERUDDA:

Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Earlie in the morning?

A. Have him host a Ferengi auction. Have him host a Ferengi auction. Have him host a Ferengi auction. Earlie in the morning!



## MAGIC REALM SPIDERS SLAUGHTERED!

### BUSHYTAIL FINDS BASHKARS!



#### The Cast

John Butta: "Moondoggie" the Sorcerer (Bushytail, Misty)  
Scott Cameron: "Wulf Ironhelm" the Berserker  
Don Chinnery: "Scitch" the Witch King (Ribbit Chitter)  
Dan Farrow: "Woolly" the optional Wizard  
Richard Price: "Sir Jordan" the White Knight  
Jack Shackleford: "Fang Gulfwulf" the Berserker  
Michael Tsuk: "Capt Avalon" the optional Captain

**COMMENT:** This turn was fraught with Rules interpretations. One of Woolly's conditional moves was to "hitchhike" on Scitch's pop of a PURPLE. Nope. Under the 1st Edition Rules a player was allowed to activate another player's permanent spell, but not the 2nd. Rule 41.2/4, Sentence 3 says that the spellcaster can only use his/her/its own color chits. Further Rule 41.2/4a states that a color chit can only supply one spell with color.

Then there was the problem of Scitch's "Absorb Essence". Does he become the monster or does he suck it into himself and thus assume his maneuver. Now, clearly the absorbed monster cannot attack the T. Spider since Scitch didn't have his attention chit there nor was the H. Spider initially attacking the T. Spider. Then too, 41.6/1 prohibits a player who succeeded in casting a spell from playing a weapon or a FIGHT chit in the Melee Phase. What would that T6 be but the H. Spider's inherent FIGHT chit? Since Scitch didn't play a maneuver, under the second interpretation, the T. Spider would automatically hit and Scitch/Silky would have to take it (and soon die). Under the second, no harm can befall Scitch/Silky until Round 2. I went with that.

The worst was a belated appeal to revoke Capt A's "horse stealing" privileges. As you recall, Capt A's toadies, the Patrol, looted the late Rogues' abandoned treasure pile for three horses and a treasure card, but he was prevented from further looting by being blocked by Wulf, Roger, and Raoul. Now had there been orders written to transfer the booty during Daylight, then it would've happened. But they weren't, so Capt A had to do it in the Evening. Wulf proved belligerent (and why not? Capt A and toadies wiped out his Friends) or Capt A was greedy (and why not? It was his neck on the line). So after the first round of combat, I allowed Capt A to run away with the goodies. Wulf has protested (belatedly), and Capt A himself is unsure of the transfer, but neither gave me chapter and verse to overrule the decision. I have found only four pertinent rules: 14.2 which prohibits characters from trading while monsters are in their clearing; 14.4 implies while that trading is generally done in Evening, it can be done in Daylight; 22.9/3 which allows trading after combat ends; and 32.2/2 states that hired leaders trade like characters. There were no monsters in the clearing, but a combat situation is implied; on the other hand, I don't see where it is expressly forbidden. So until someone proves otherwise, or Capt A defers, he keeps the three horses (as recorded in BORIS #6). He'll keep one in any case, since last turn's move required one.

We evidently erred, but did no harm, last time when we allowed Woolly to sneak in that S. Rules 28.4 and 28.5 state that he was blocked when the monsters appeared. Too bad, he would've discovered the Lair this time.

#### EVENING 7

Capt Avalon traded for the broadsword but rolled 6,2 = No Deal.

Meester Raoul = 5

Robin lures Imp. Sir Jordan alerts sword and Wulf plays MOVE H6 to run away towards BY2. Imp curses 2 and charges while Robin thrusts L1\*\* and charges 4 and Sir J swings H6. Alas! Robin's arrow is glancing (5,4).

The Imp attacks again, this time swinging M4 and dodging 3, but is slain by Robin's second shaft, thrusting L1\*\* (3,1). Sir Jordan earns 2F and 1N.

Scitch lures one H. Spider and the T. Spider. Woolly lures the other H. Spider. Scitch casts "Absorb Essence" on the H. Spider (smash T6/duck 4) from the Thrust box. The T. Spider thrusts M4/charges 3. Woolly swings ax M5 at his spider while dodging M4\*. The spider smashes T6 and ducks 4.

Scitch/Silky smashes T6 and ducks 4. The T. Spider again thrusts M4, charges 3. Woolly again swings M5 while dodging M4\* and so slays the H. Spider which was trying to swing T6 and dodge 4. Woolly earns 3F and 3N

---Continued on Page 12

# THE HUNT

MARTIN & J. FISHER  
TAKE LEAD!

Inspired by Lipton's book, "An Exaltation of Larks", this is a word game where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep", or "pride" for lions. Boris and Ms Nar will rank each entry for each word and the best score will be the winner, regardless of Mr. Lipton's proclamations. Each word gives a possible 1 point, but the point may be split if either more than one player suggests it or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag. The Hunt is run in "Chases" or rounds. This is the first Chase, so everyone is starting out even. To the Hunt!

## CHASE 1

grits	bowl, dollup, grout, mess(*), mess-a, yech(B)
tractors	convoy(N), deer, Dzerzhinsky, haul, pull(*), row
cicadas	cacophony, chirp, chorus(*), scratch, swarm
shoppers	cart, charge(*L), crash (B), mall(2), throng, thunder
taxis	charge(L), clang, hail(*), jam, shortage, stand(*), stuckup(B)
nightingales	evening(*), florence(3), warble, watch(L)
freckles	eruption, speckle(*), splot, spot, spray
puzzles	boggle, clue, confusion(*), piece, quandry(B), solitude(*)
shoes	closet(B), fetish, imelda, Marcos, never-too-many(N), stride, tree(*)

Score this time: Jason Fisher 3, Dick Martin 3, Scott Cameron 2, Dan Farrow 1, Wayne Morrison 0.

LEGEND: B = Boris's suggestion, L = Lipton's suggestion, N = Ms Nar's suggestion, \* = winner, + = duplicate suggestions, + = tie for first, / = B/L/N suggested it too

## COMMENTS:

Dick Martin: I used the "word association" method to come up with these....

Dan Farrow (having spelled it "dollup" initially): OK, so spelling isn't my long suit! Dollup it is. (Actually, you know what I say about grits. Get them the "L" off my plate. In this case, I left the "L" off of my dollup!)

## CHASE #2:

1. grits	2. bracelets	3. pillows	4. forests	5. coffee
6. starships	7. soldiers	8. reindeer	9. bouquets	10. paper

## BORIS V--(Continued from Page 3)

"I'm a Genie not a miracle maker," said the Genie as he carefully continued to work on his latest anti-Saddam bomb. This one blew up as soon as it detected any megalomania.

"Aw c'mon, I was a standby now how about throwing me some dots."

Laughing like a hyena the Genie said, "You don't really expect to survive do you?"

"Why not? Your players aren't so hot. I never even heard of them."

"Look, be a good boy and you might survive. If you annoy the other players they'll kill you. Haven't you learned anything yet?"

"Humpf!" said the Flapper, who was growing more defiant. "I might kill them, you never know. Maybe I'll win."

The meter on the Genie's bomb suddenly started to tick wildly. "Oh no," said the Genie in panic. "Please don't tell me you can win, if you do..."

"And why not?" said the outraged Italian leader, "I'm a great player I could win." At that moment the Flapped one heard an explosion and the line went dead. "He'll pay for this," said the Flapper of the Genie but the Genie already had paid in full.

VIENNA--In answer to a surprise request for aid, Austria announced it would send its armies to help defend Italy from the anticipated French invasion.

## SCOTT'S WORLD PRESS REVIEW

Moscow Minute--Czar Smiley was shocked by the sudden rush of his daughter to the Royal Cossack Hospital earlier today. The princess had been engaged in playing the new game, football, when another player stepped on her foot just as the princess was passing the ball to one of the strikers. Although the doctors predict the princess will have to have a cast for three fractures in her ankle, no surgery is

contemplated. A cast will soon placed on her leg. The princess said "The suffering does not compare to our brave soldiers and seamen defending Mother Russia." The Czar has ruled out Siberia for the offending player although it was considered momentarily.

#### CLASSIFIEDS

WANTED: One Flapjack exterminator, previous experience a plus. Apply French Embassy.

#### CRUELTY IS IN--(Continued from Page 4)

#### PLAYER STATUS:

Morrison: \$352, 6 C&O(Prez), 1 B&O, 6 NYC(Prez) <Priority>

Klausutis: \$460, 6 PA(Prez), 2 B&O(YP), 4 NYNH&H(Prez), 2 B&M(YP)

Frueh: \$578, 1 NYNH&H, 2 B&O(YP), 1 C&O, 6 B&M (Prez), 3 PA(YP)

Hanna: \$203, 5 B&O(Prez), 1 NYNH&H, 6 ERIE(Prez)

#### COMPETITION STATUS:

Company	Value	Pool	Bank	Par	Cash	Trains	Tokens
B&O	A180	0	0	n/a	\$110	45	1
NYNH&H	D120	5	0	n/a	\$180	4	0
C&O	D100	3	0	n/a	\$353	34	2
PA	B100	0	1	\$90	\$205	35	3
ERIE	A100a	0	4	\$100	\$260	35	2
B&M	A100b	0	2	\$100	\$670	33	0
NYC	F67	0	4	\$67	\$370	4	3

#### TRAINS AVAILABLE: 666DDDDDD

The Bank has \$8,259.

#### MAGIC REALM---Continued from Page 10

Scitch/Silky tastes ichor as he/it smashes T6 and ducks 4 while the T. Spider smashes 4, ducking 3. Scitch earns 6F and 6H.

#### DAY 8

Moondoggie @ Cn3: Pops a Purple 3 to activate TRANSFORM, M Cn2, M LW5; reveals STINK W,

LARGE CAMPPIRE @5; Bashkars arrive.

Wulf between CIS and BV2: MBV2, MBV5, Hr(6,3 = no), Hr(3,1 = x2, hire Roger for 20, R(wounded MOVE H4\*\* to fatigued)

Fang @ DV2 w/R7: H(4,2), M DV5, M BL1, M MW4; reveal DANK W.

Capt Avalon @ DV5: T for broadsword (5,4 = x4), T(6,5 = no), R(FIGHT H6), R(MOVE M4\*), R(MOVE M4\*)

Sir Jordan @ CIS w/R4: H, S(Loc 5,2 = no), S(Loc 4,1 = discover Statue), S(Loot 6,1 = no), R; reveals BONES M, STATUE 2.

Scitch @ Cr3: R(MAGIC V4\*), R(MAGIC V3\*), SPX, SP(make BLACK 4\*), SP(make BLACK 3\*); reveal STINK M, ALTAR 1, LOST CASTLE 1, PATTER 2, LAIR 3, CAIRNS 5, ROAR 6; H. Spider appears @ Cr3.

Woolly @ Cr3: blocked by H. Spider (vide supra)

#### COMBAT: Scitch vs Woolly vs the 3rd H. Spider at Cr3.

**STUFF OF NOTE:** A T. Demon at Cr1, a sixpack of axe-goblins at BL2, a sixpack of spear-goblins at BL5, a pile of abandoned stuff at BV5. The Vault is open and still has two treasures therein. Borderland is enchanted.

#### PHRASES:

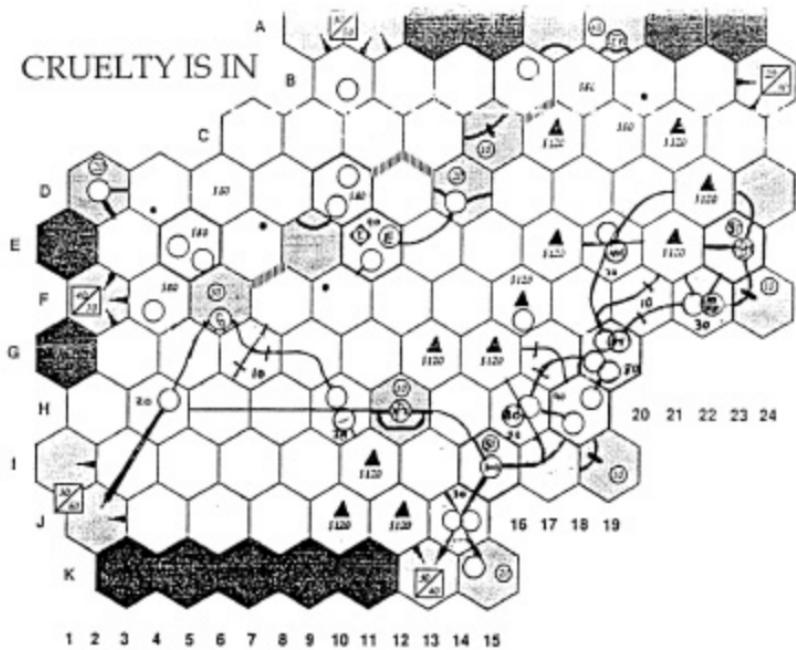
Bushtail to all: No chestnuts for Bushtail in this hole. And the monster dudes have been smoking & howling down here. I will "hightail" it to the woods where life is mellow.

Fang to all: Sigh. It's back in a lousy woods; at least there's no tin men with meat cleavers.

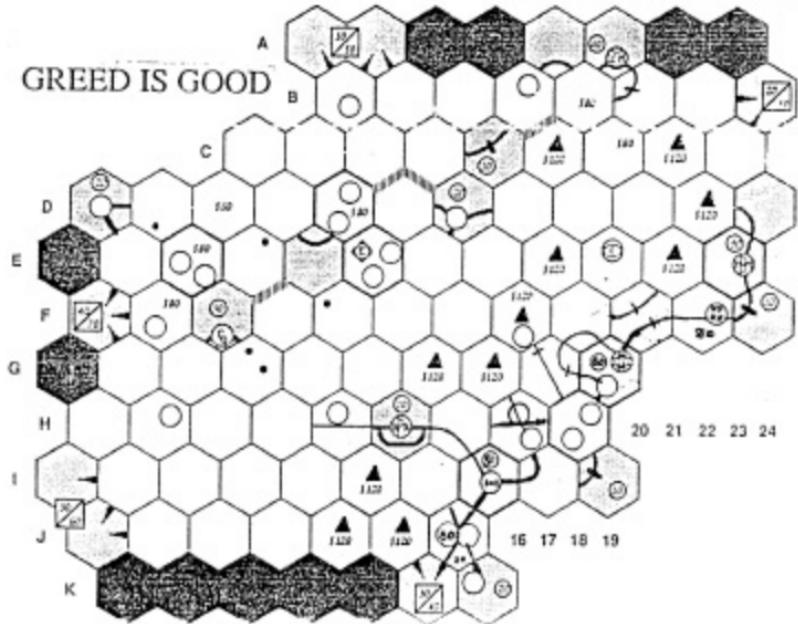
Q. What do you do with a teenage ensign? What do you do with a teenage ensign? What do you do with a teenage ensign? Earlie in the morning?

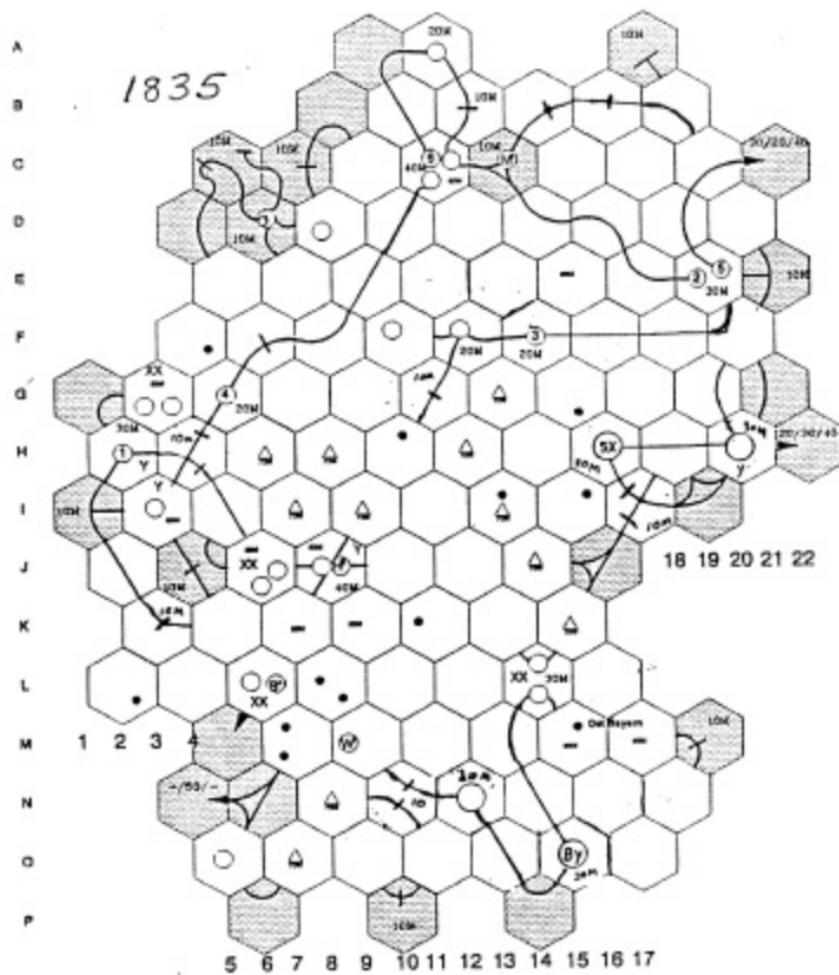
A. Feed'm to a dragon and let it eat him. Feed'm to a dragon and let it eat him. Feed'm to a dragon and let it eat him. Earlie in the morning!

## CRUELTY IS IN



## GREED IS GOOD





### On Deck

1830: Alternates Frueh & Tsuk. Need 6 for normal.

1835: Chinnery & Zieske signed up; Chinnery and Farrow signed up for variant. Alternates Frueh & Tsuk.

**DIPLOMACY:** Signed up are Cameron, Egvedt, Ford, Franz, Klausutis, McHugh, and Vandine; game begins when Franz is ashore. Alternates Ford, Frueh, Morrison, Tsuk, Wilson.

**GUNSLINGER:** Cameron, Farrow, and McHugh signed up; Anderson possible. Need 1-4 more.

**MAGIC REALM:** Continuous openings.

**Other Possibilities:** 1829, ADVANCED CIVILIZATION, CIRCUS IMPERIUM, CIRCUS MAXIMUS, CONQUISTADOR, DUNE, GLADIATOR, GODSFIRE, KINGMAKER, KREMLIN, RAIL BARON, RUSSIAN CIVIL WAR, STAR SOLDIER, STELLAR CONQUEST, TITAN, and variants thereof.

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### The Bottom Line

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